BALLOON FIGHT™

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System Balloon Fight™ Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Take to the not so friendly skies in Balloon Fight. Flap furiously to stay out of the jaws of snapping fish and to propel yourself past needle nosed enemies as you try to pop their balloons before they can pop yours. Keep the enemy at bay long enough and you'll win a balloon popping bonus round. The longer you hang in there, the tougher the challenge. Play with a friend or by yourself for high flying adventure in Balloon Fight.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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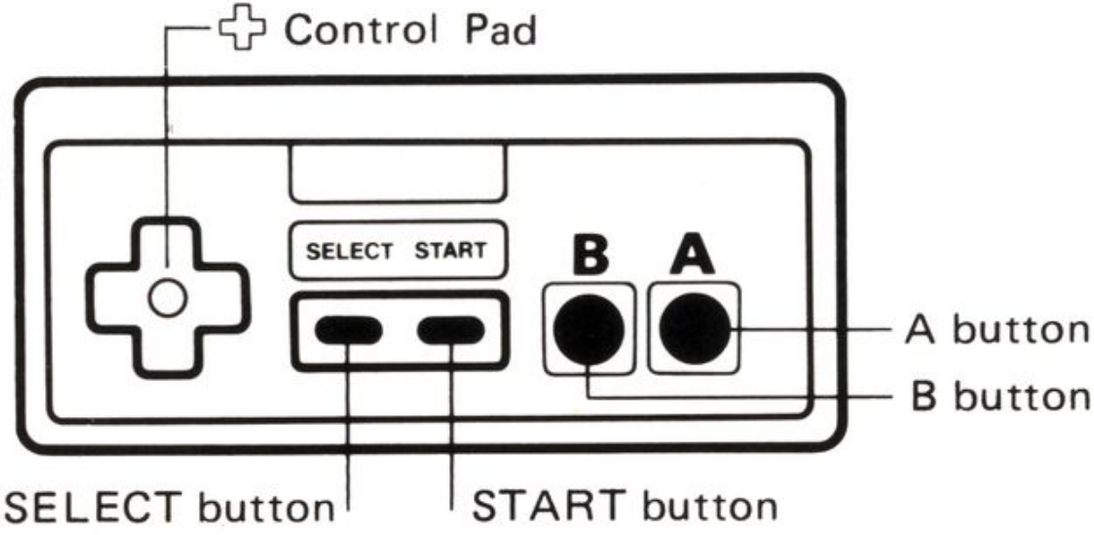
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For playing alone.
Controller 2 – For second player in 2 player games.

Controller 1/Controller 2



A button

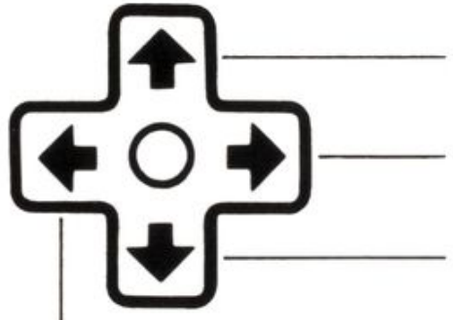
He Flaps His Arms Once (To Fly)

B button

He Flaps His Arms Continuously

Control Pad

Moves Balloonist



Not Used

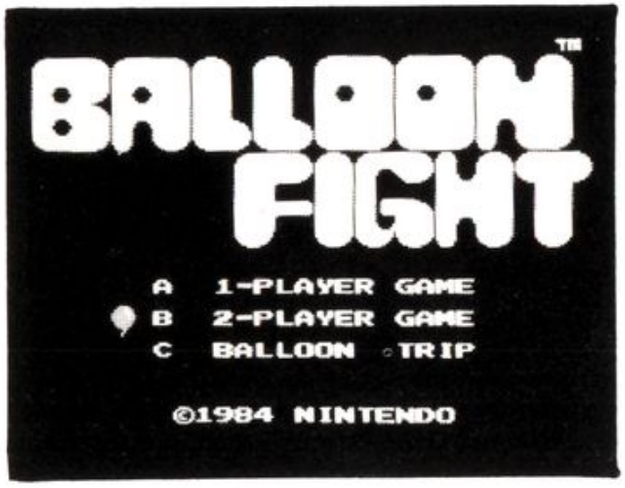
He Flies or Runs to the Right

Not Used

He Flies or Runs to the Left.

* Select and Start Buttons Are Not Used on Controller 2.

SELECT and START buttons are functional on **Controller 1 ONLY.**



SELECT button

Press this button during the demonstration sequence to recall the game menu.
Press this button again to move the balloon (🎈) to the game you wish to select:

A 1-Player game
B 2-Player game
C Balloon trip (1 Player)

The Select button will not work once the game has begun.

START button

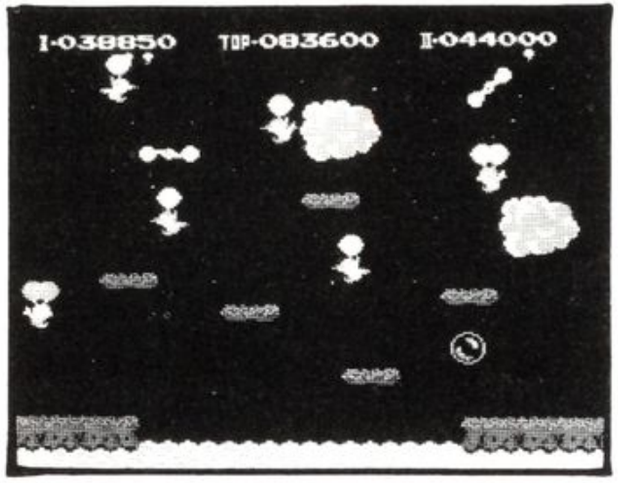
Press this button during the demonstration sequence to recall the game menu.
Press this button again to begin.

Pause:

If you wish to interrupt play in the middle of a game, press the Start button. The pause tone will sound and the game will stop. Press the Start button again when you wish to continue playing. The game will continue where you left off.

* The Top Round score will reset to 10,000 (game A and B) or 25,000 (game C) if the reset button (on the control deck) is pressed or the power is turned off.
* Use Controller 1 for 1 Player games vs. computer.
* Use Controllers 1 and 2 for 2 Player games.

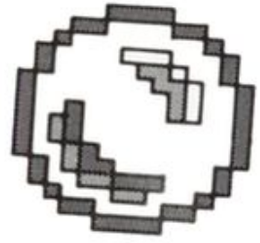
3. HOW TO PLAY

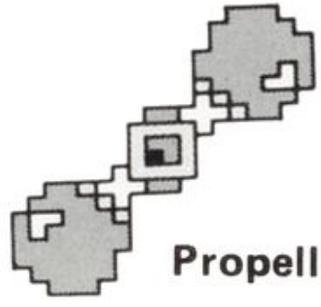


Using balloons to float into the air and fly around, the player(s) try to pop the enemy's balloons.

The Characters

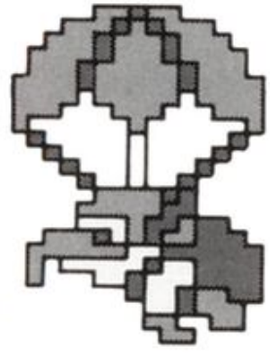
Lightning

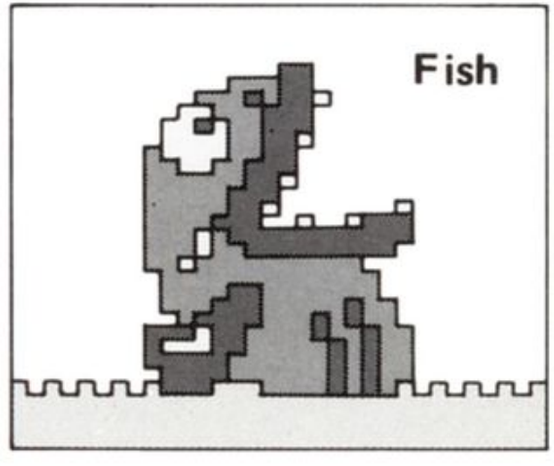

Giant bubble


Propeller

Player I

Player II


Enemy

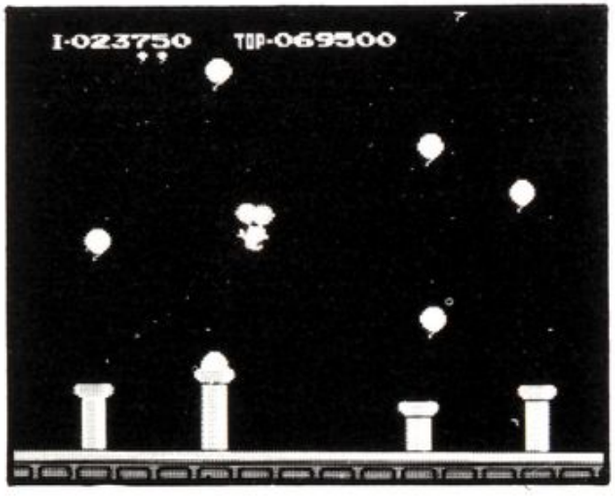


Play

Game A (1 Player Game)

- The enemy on the ground blows up a balloon, takes off and flies around the sky.
- Use the ✣ Control pad and buttons A and B to control the player and make him bump into the enemy.

- If the player manages to hit the enemy from above, the enemy's balloon will pop and he'll come floating down with his parachute. If you manage to hit the enemy again on his way down, he'll drop into the water and disappear.
- If the parachuting enemy is allowed to reach land, he'll blow up another balloon and take off again into the sky. If he does, he will be even stronger than before. Attack him again when he is on land and try to boot him into the water!
- If the enemy hits the player's balloons, one of them will pop and it will be harder to fly. If both balloons pop, the player will fall into the water. In this case, you lose the player.
- When the enemy sinks, a bubble will float up from the water. If you can pop this, you get extra points.
- If you fly too close to the water, a fish might stick out his head and eat you up. Watch out!
- If the game goes on for too long, there is a thunder and lightning storm. To avoid getting hit by lightning, pop all the enemy's balloons as quickly as possible.



- After three rounds of the game, you get a bonus round. Try and pop as many of the bonus balloons as possible.
  * If one of the player's balloons has popped, it'll re-appear in the bonus round.
  * In the bonus round, even if both balloons burst and the player falls, you don't lose a man; the player bounds back up into the sky again. (for 2 players)

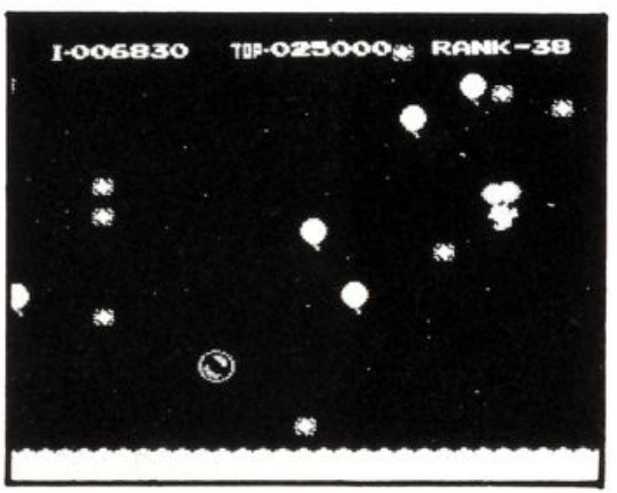
- As the rounds continue, the propeller will eventually appear. Be careful! If you touch it, it'll send you flying.
- If a player flies off the left side of the screen, he reappears on the right side, and vice-versa.

Game B (2 Player Game)

- The basic idea is the same as in Game A.

Team play: Here, the 2 players cooperate with each other. One player tries to burst the enemy's balloon while the other player tries to rip the enemy's parachute and together they send the enemy down. If both players cooperate successfully, the game will end quickly and you'll get a very high score.

Competition: The players get in each other's way, sabotage each other, and do whatever they can to send the other player down. Try to burst the other player's balloons and block his flight so that he is forced down. You can also use the spinning propeller to get the other player.



Game C (Balloon Trip)

- The scene drifts slowly from left to right.
- Taking care not to get hit by lightning, the player tries to pop as many balloons as possible.
- During the game, your ranking position out of 50 people is displayed at the top right corner of the screen.

Hints

Games A and B

1. Kick the enemy when he's blowing up his balloon.
2. For top marks, burst the enemy's balloon and then rip his parachute while he's on his way down.
3. Try to burst the bubble that appears after the enemy has sunk in the water.
4. Use the propeller skillfully to dodge the enemy's attacks or as a tool in your attack. You can use the propeller's power to send yourself far away quickly.
5. Avoid getting hit by lightning.
6. Avoid flying too close to the water, or you'll be gobbled up by the fish.
7. Pop every balloon on the bonus round for extra points.

Game C

1. Be aware of the movement of the scene as it drifts slowly from left to right, and the lightning as it moves up and down.
2. If you manage to pop 20 balloons in succession, you get a super high score.

Beware! You lose a man if:

Games A and B (3 men)

- you sink into the water
- you are eaten by a fish
- you are hit by lightning
- both of your balloons burst

Game C (only 1 man)

- you sink into the water
- you are eaten by a fish
- you are hit by lightning

Scoring

Games A and B

- If you pop the enemy's balloon . . . . . .500 -- 1,000 points
- If you pop the other player's balloon (in 2 player game) . . . . . 1,000 points
- If you destroy a parachute in mid-air. . . . . 1,000 -- 2,000 points
- If you kick the enemy and make him fall . . . . . .750 -- 1,500 points
- If you pop a bubble. . . . . 500 points
- If you pop a balloon during the bonus round . . . . . .300 -- 700 points
- If you pop every balloon during the bonus round: perfect score bonus . . . . . .10,000 -- 30,000 points

Game C

- If you pop a balloon . . . . . .300 -- 700 points
- If you pop a bubble. . . . . 500 points
- If you pop 20 balloons in succession . . . . . ? points

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

MEMO

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90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Nintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Nintendo of America Inc.
NES Consumer Service Department
4820 – 150th Avenue N.E.
Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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